* **Questions & Answers**
* What does “Cards must be settled by the second consecutive level after card pick” mean?
  + **If you don’t make a decision then a decision will be made for you (makes the worst decision for you)**
* Is it a turn based game?
  + **No**
* How is multiplayer integrated?
  + Players don’t have to be on the same level right?
    - **Every two weeks your group is *forced* to the next level (classroom version is semester long)**
    - **Business version is roughly 1-1.5 hrs long, so pace is faster**
  + Since they can die off each other
    - **When players kicked off, their points remain in play but they can’t play anymore (become spectators?)**
  + Do we have teams?
    - **Yes, and they’re allowed to make strategic decisions together**
    - **Teams are chosen at very start of game, cannot change players within or the team name afterwards**
      * **But can change what your company is about / what business it does / its product lines**
      * **Can also change region of where you do business**
  + Should we allow asynchronous gameplay?
* Make it clear what players are supposed to be learning from each level → players might forget it’s a business simulation
* Each level:
  + Short explanation of topic
  + Explain what they’ll be trying to learn / what to keep in mind
* Use board as the main page
  + Click into each level for the intro and card play
  + Grey out completed levels
* How do picking cards work?
  + **Game gives you 2 random cards**
  + **Cards are either positive (give some reward) or negative (players must make a choice)**
* How does starting the game work? Do we buy product lines / business execs or are they for free?
  + **Product lines free in the beginning but you have to pay for execs**
  + **Without borrowing money, max product lines of 8, since limited by business execs. Else need to borrow money from bank**
* For Registration Summary: what values in the table?
  + **Value: sum of all point values of product lines**
  + **Percentage: percentage of a team’s product lines that are of a certain industry, not market share**
* For level progression: does it work on a timer, and everyone moves each level together
  + **People can advance to other levels before others no problem, but for them it’s not really ideal for them strategically**
* UI for general rules?
  + **Up to us, create multiple options and present it to them**
* Public vs Private matchmaking rooms?
  + Question of if matches are restricted to solely 1 organization
* How to make a semester long version and 1.5 hour long version ?
* Is the physical game just for storyboarding propose or an actual product in the market ?
* Is it a formal classroom experience or a informal type of game ?
* How do we verify admin ?
* Should there be limit for number of players on the team ?
* Can player decide how many team members they want to play in or the algorithm decides which team there are put it ?